



University of Delaware

Intramural 3v3 Basketball Rules

League Format

This is a self-officiated sport that may consist of coed, men's, women's, and graduate-open leagues. The leagues may also range from competitive to recreational skill levels. Teams will play in a 3-4 week regular season with the top teams advancing to playoffs. All games are played in Gym 2 at the Carpenter Sports Building (Lil Bob). Every player must be a member of the team roster, with an active IMLeagues account, and have their Student ID.

Forfeits/Defaults

- UD Intramural office must be notified by 12pm the day of the game to be considered a default/loss rather than a forfeit.
- A 5-minute grace period will be given to all teams to meet the 2 player minimum & gender requirements before declaring a forfeit.
- 2 defaults count as 1 forfeit, 1 forfeit knocks your team out of playoff contention unless you pay the optional buy-back-in fee, 2 forfeits and 3 defaults result in your team being removed from the league for the remainder of the season. Forfeit losses will be a 10-0 score.

Gender Requirements

- Men's leagues require all males, women's leagues require all females.
- Coed leagues require a max of 2 males and minimum of 1 female in play.
- Graduate-Open leagues have no gender requirements.

Equipment

- NO JEWELRY OR HATS ALLOWED, NO EXCEPTIONS!
- Non-marking sneakers are required.
- Basketballs are provided by Campus Recreation.

Game Rules

- Competition will consist of one game played to 30 points. You must win by at least 2 points.
- One player will attempt a three-pointer from the top of the key to determine who will have the first possession.
- There will be a 25 minute time limit. If the game is tied at the end of regulation the next point will win the game.



- Baskets are worth 2 points from inside the arc, and worth 3 points from outside the arc.
- There are no time-outs other than when the staff decides it is necessary for injuries, etc.
- Substitutions may be made after a basket, a foul shot, or at any stoppage of play.
- Ball possession changes hands after each basket unless a foul is awarded.
- Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. The staff may issue a warning before taking away possession.
- The imaginary "check line" shall be the top of the foul circle, or anywhere beyond the three-point line. The ball is put into play at the check line to start a game, after baskets, and after fouls. Both feet must be behind the check line. The ball must be returned to the check line after each change of possession before any player attempts to score.
- After every dead ball situation (after field goal, violation, free throw, out-of-bounds, etc.), the ball must be passed (not shot or dribbled in). Failure to do this will result in a loss of possession.

Foul Calls

- The court monitor at his/her discretion may assess a technical foul for any breach of conduct penalty. (Including dunking prior, during any dead ball, or after the game.) Technical fouls result in one foul shot plus possession.
- An individual player cannot foul out of a game, but may be ejected by the official for cause, or for excessive fouling that represents poor sportsmanship play.
- Any common foul shall result in loss of possession for the offending team.
- Any offensive foul shall result in disallowing a converted basket and loss of possession.
- Any shooting foul with a missed basket shall result in retained possession.
- Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.

Team captains will be held responsible for the information outlined in this rule packet. University of Delaware Intramural Staff reserve the right to evaluate and change any rule based on changing circumstances.

If you have any questions regarding these rules, please contact the Intramural Office at intramurals@udel.edu.